ABSTRACT OF THE DISCLOSURE

A learning/growing system of a toy using real living goods to solve problems of conventional art, that is, that the method of conventional art is too simple and related to real life little, whereby the growing of the toy is monotonous and the user can not be interested in the toy continuously, comprises a learning/growing toy expressing desires for eating, learning, and playing at a certain time point, and grown intellectually and physically by being inputted products and goods information corresponding to satisfaction of the desires; a personal computer for downloading the goods information for satisfying the desires of the toy and inputting the information into the learning/growing toy; and a web server recognizing the desire generations of the toy and including advertising banners for various products of many companies and detailed information according to the banners. Therefore, the toy is learned/grown by inputting names or barcodes of various living goods such as food and service items, whereby it induces higher interest and attachment.

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